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A-5®

Paintball Marker

Lanceur De Paintball

Macador Paintball

Owner's Manual

Manuel d'utilisation

Manual del Usuario

Available Options:

- E-Grip
- Response Trigger



TP04122
Rev. 10/10



WARNING

This is not a toy. Misuse may cause serious injury or death. Eye, face, and ear protection designed for paintball must be worn by the user and any person within range. We recommend you be at least 18 years old to purchase. Persons under 18 must have adult supervision when using this product. Read the Owner's Manual before using this product.



AVERTISSEMENT

Ceci n'est pas un jouet. Une mauvaise utilisation peut causer de sérieuses blessures ou entraîner la mort. Une protection spécifique au paintball pour les yeux, la tête et les oreilles doit être utilisée par l'utilisateur ainsi que par toute personne située dans le champ de tir. Nous recommandons que l'acheteur ait au moins 18 ans. Les personnes de moins de 18 ans doivent être surveillées par un adulte durant l'utilisation de ce produit. Lisez le manuel d'utilisation avant d'utiliser ce produit.



ADVERTENCIA

Este no es un juguete. Un uso inapropiado puede causar serias heridas o la muerte. Ojos, cara y oídos deben ser protegidos todo el tiempo, con la protección diseñada para paintball tanto por jugadores como por cualquier persona que esté en el radio de alcance. Recomendamos al menos 18 años para la compra y uso. Las personas menores de 18 años deben usar este producto bajo la supervisión de un adulto. Lea el manual del usuario antes de usar este producto.



WARNING

Safety is your responsibility

Read and familiarize yourself, and any other user of this marker, with the safety instructions in this manual. Follow these instructions when using, working on, transporting, or storing this marker.

Always keep the selector switch in Safe mode unless firing as detailed in instructions on page 6.

Always keep the barrel blocking device installed when not in a shooting situation, see instructions on page 4.



AVERTISSEMENT

La securite est votre responsabilite

Lisez et familiarisez-vous ainsi que tout autre utilisateur de ce lanceur avec les instructions de securite contenues dans ce manuel. Suivez ces instructions lorsque vous utilisez, travaillez sur, transportez ou entreposez ce lanceur.

Si vous ne tirez pas, maintenez toujours le sélecteur en mode sécurité comme indiqué dans les instructions en page 3.

Gardez toujours la douille du canon installée lorsque vous n'etes pas en situation de tir, voir instructions en page 1.



ADVERTENCIA

La seguridad es su responsabilidad.

Lea y familiaricese usted y cualquier otro usuario de este marcador con las instrucciones de seguridad de este manual. Siga estas instrucciones cuando lo use, trabaje en el, transporte, o almacene.

Siempre mantenga el boton selector en seguro a menos que va a hacer disparos como se detalla en al pagina 3.

Siempre mantenga la funda de seguridad instalada cuando no va a hacer disparos, ver instrucciones en la pagina 1.





WARNING

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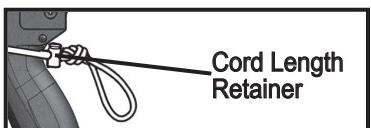


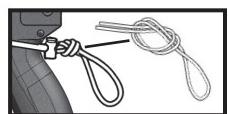
WARNING

Always keep the barrel blocking device installed except when your marker is in use. Always make sure that the Selector Switch is in the Safe mode (see instructions on page 6) and the barrel blocking device is properly installed on your marker according to the instructions to prevent damage to property, serious injury, or death.

Barrel Blocking Device Installation Instructions

1. Insert the barrel into the barrel blocking device, loop the cord over the top of the receiver and position the cord at the back of the grip as shown.

Barrel Blocking Device
2. Adjust the cord length retainer up to the back of the grip by pulling the cord through it until the retainer is snug against the back of the grip. Keeping the cord as tight as possible, leave just enough cord elasticity to pull the cord/retainer up over the top of the marker to remove the barrel blocking device for firing.

Cord Length Retainer
3. After the cord length is properly adjusted, lock the cord length by tying a knot in the cord against the back of the retainer as shown.
4. Before and after playing, inspect the barrel blocking device. Replace the barrel blocking device if the sleeve or cord is damaged, or there is a loss of cord elasticity.
5. Clean the barrel blocking device with plain, warm water and store out of sunlight in a dry area when not in use.



2955 Adams Center Road, Fort Wayne, IN 46803 USA
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CONGRATULATIONS on your purchase of your Tippmann A-5 paintball marker. We believe our A-5 line of markers to be the most accurate and durable paintball markers available. All Tippmann A-5 markers will provide many years of dependable service if cared for properly.

Please take time to read this manual thoroughly and become familiar with your Tippmann A-5 marker's parts, operation, and safety precautions before you attempt to load or fire this marker. If you have a missing or broken part, or need assistance, please contact Tippmann Customer Relations at 1-800-533-4831 for fast, friendly service.

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Warning/Liability Statement

This marker is classified as a dangerous weapon and is surrendered by Tippmann Sports, LLC with the understanding that the purchaser assumes all liability resulting from unsafe handling or any action that constitutes a violation of any applicable laws or regulations. Tippmann Sports, LLC shall not be liable for personal injury, loss of property or life resulting from the use of this weapon under any circumstances, including intentional, reckless, negligent or accidental discharges.

All information contained in this manual is subject to change without notice. Tippmann Sports, LLC reserves the right to make changes and improvements to products without incurring any obligation to incorporate such improvements into products previously sold.

If you as a user do not accept liability, Tippmann Sports, LLC requests you do not use a Tippmann Sports, LLC marker. By using this paintball marker you release Tippmann Sports, LLC of any and all liability associated with its use.

Safety Is Your Responsibility!

⚠ WARNING

Except when your marker is in use, always make sure that the trigger safety is in Safe mode, (which disables the trigger) and that the barrel blocking device is properly installed (page 4).

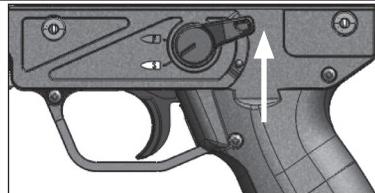


Figure 1: Push up on the Selector Switch lever for Safe Mode

To turn on Safe mode: Move the Selector Switch shown in Figure 1 so the indicator points to the white “S” position.

To go to Fire mode: Move the Selector Switch so the indicator points to the red “F” position.

Familiarize Yourself With Safety...

The ownership of this weapon places upon you the total responsibility for its safe and lawful use. You must observe the same safety precautions as you would any firearm to assure the safety of not only yourself but everyone around you. Outlined here are some general precautions to be aware of. The user should at all times use caution and common sense when using this marker and always remember that the game of paintball can only survive and grow if it remains SAFE!

- Do not load or fire this marker until you have completely read this manual, and are familiar with its safety features, mechanical operation, and handling characteristics.
- Handle this and any marker as if it were loaded at all times.
- Keep your finger off the trigger until you are ready to shoot.
- Do not look down the barrel of a paintball marker. Accidental discharge into the eyes may cause permanent injury or death.
- Keep the marker in Safe mode until ready to shoot (see Warning box above).

- Keep the barrel blocking device installed on marker when not shooting (page 4).
- Never point the marker at anything you do not intend to shoot.
- Never fire your marker at anything you do not intend to shoot because there may be balls or foreign debris lodged in the chamber, barrel and/or the marker valve.
- Do not shoot at fragile objects such as windows.
- Never fire your marker at personal property of others, the paintball can stain the paint of automobiles and houses.
- Always keep the muzzle pointed down or in a safe direction, even if you stumble or fall.
- Eye, face, and ear protection designed specifically to stop paintballs in the form of goggles and full face mask meeting ASTM Specification F 1776 must be worn by the user and any person within range.
- Never shoot at a person who is not protected by eye, face, and ear protection designed for paintball.
- Pressurize and load the marker only when the marker will be immediately used.
- Store the marker unloaded and degassed in a secure place.
NOTE: Before storing or disassembling, be sure to remove paintballs and air supply, see *Unloading Your Marker* and *Air/CO₂ Cylinder Removal* instructions (pages 10 and 15) and install the barrel blocking device (page 4).
- Do not field strip or otherwise disassemble this marker while it is pressurized with air/CO₂ supply.
- Dress appropriately when playing the game of paintball. Avoid exposing any skin when playing the game of paintball. Even a light layer will absorb some of the impact and protect you from the paintballs.
- Keep exposed skin away from escaping gas when installing or removing air supply cylinder or if the marker or air supply is leaking. Compressed air, CO₂, and nitrogen gasses are very cold and can cause frostbite under certain conditions.
- Only use .68 caliber paintballs. Never load or fire any foreign objects.
- Avoid alcoholic beverages before and during the use of this marker. Handling markers while under the influence of drugs or alcohol is a criminal disregard for public safety.
- Avoid shooting an opponent at point blank, 6 feet or less.
- Familiarize yourself with instructions listed on air supply cylinder or adapter. Contact the air supply cylinder or adapter manufacturer with any questions.
- Read the *Air/CO₂ Cylinder Warnings* and *Safety Tips* (pages 14-16) before beginning the cylinder installation or removal.
- Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet per second (see instructions, page 9).

Getting Started

- Eye protection designed for paintball use must be worn by the user and any person within range.
- Do not disassemble this marker while it is pressurized with air.
- Do not pressurize a partially assembled marker.
- Read each step completely before performing the step.

NOTE: Carefully hand start all threaded parts when assembling, and do not overtighten, as this may potentially strip the threaded parts. Refer to the Parts Diagram (pages 24 and 25) for these instructions (item numbers are in parentheses).

1. Marker Preparation

For markers with **E-Grip** you must first read and follow the E-Grip Operating Instructions (pages 10-14) before installing the Air/CO2 cylinder (step 2 below).

2. Air/CO2 Cylinder Installation

Read the *Air/CO2 Cylinder Warnings*, *Safety Tips*, and *Removal* instructions (pages 14-16) before beginning the cylinder installation. Do not pressurize a partially assembled paintball marker.

- a. Put the Selector Switch in Safe mode (page 6) and install the barrel blocking device (page 4).
- b. Put the marker in the cocked position by pulling the Cocking Handle all the way back (white arrow) until you hear it click. Then release the Cocking Handle. The Cocking Handle slides forward. (The internal Cocking Handle spring keeps the Cocking Handle in the forward position.) The marker is now cocked. Always keep the marker in the cocked position whenever attaching the air/CO2 supply to the marker. This helps prevent an accidental discharge.
- c. Lubricate the air/CO2 cylinder valve O-ring with a little Tippmann marker oil.
- d. Insert the air/CO2 cylinder valve into the Air Supply Adapter (ASA) (33) at the back end of the marker grip.
- e. Twist the air/CO2 cylinder clockwise into the ASA until it stops. Use caution as the marker is now capable of firing after you put the Selector Switch in Fire mode. If the air/CO2 cylinder is full, and you do not hear the air/CO2 supply engage, the pin valve could be too short or the pin valve seal is damaged. Follow the *Air/CO2 Cylinder Removal* instructions (page 15-16) and contact Tippmann Sports, LLC, your local paintball dealer, or a "C5" Certified Airsmith.

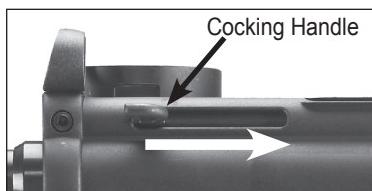


Figure 2: Cocking Handle

3. Loading the Hopper and Cyclone Feed System

The barrel blocking device must be installed (page 4) and the Selector Switch in Safe mode (page 6).

- a. Make sure that the Cyclone Feed System (CFS) housing is clean and free of debris. Make sure the Cyclone's internal arms turn freely when the Manual Advance Lever is pushed (Figure 3).

- b. Make sure that the Hopper is clean and free of sharp edges or debris. This keeps the paintballs from breaking prematurely, and allows the marker to feed paintballs to the marker's chamber smoothly.
- c. Install the Hopper neck into the CFS housing, aligning the hopper neck tab to fit into the cutout in the CFS housing. Turn counterclockwise to secure.
- d. With the barrel blocking device installed (page 4), and the Selector Switch in Safe mode (page 6), you are now ready to load your hopper with .68 caliber paintballs. Do not force excessive numbers of paintballs into the hopper.
- e. Push the Manual Advance Lever once to chamber a paintball (Figure 3). Only remove the barrel blocking device and change the Selector Switch to Fire Mode when you are ready to fire the marker in a safe direction.

4. Firing the Marker

Eye protection designed for paintball use must be worn by the user and any person within range.

- a. Point the marker in a safe direction.
- b. Remove the barrel blocking device from the marker.
- c. Move the Selector Switch from Safe mode to Fire mode.
- d. Pull the Trigger to fire the marker.

5. Rate of Fire Adjustment

- A-5 with **E-Grip**: Follow *E-Grip Operating Instructions* (pages 10-14) before performing *Velocity Adjustment* below.
- **A-5 Response Trigger**: Follow *Tuning the Response Trigger Rate of Fire* instructions (page 22) before performing *Velocity Adjustment* below.
- **A-5 Basic**: Go to *Velocity Adjustment* below.

Velocity Adjustment

Each time you play paintball, check the velocity of your paintball marker with a chronograph (an instrument for measuring velocity) prior to playing paintball. Verify that the marker's velocity is set below 300 feet per second (or less if required by the playing field).

To adjust the marker's velocity, use the 3/16" Allen wrench included with your marker. The velocity adjustment screw is located on the right side of the receiver (Figure 3). To reduce the velocity, turn the screw inward or clockwise. To increase the velocity, turn the screw counterclockwise. Do not remove the velocity screw.

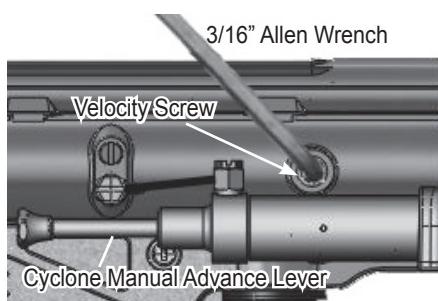


Figure 3: Velocity Adjustment Screw location

Marker Adjustments

- Rear Sight: Rotate the Rear Sight to your preferred setting.
- Front Grip Removal: Use a 1/8" Allen wrench to remove the Screw (B). Use a 3/16" Allen wrench to remove the Screw and Washer inside the bottom of the Front Grip (see inset graphic).
- A sling mount is included in the accessory pack. The sling mount can be attached at points A, B, or C. Use a 1/8" Allen wrench to remove the Screw for the desired position and install the sling mount in its place.

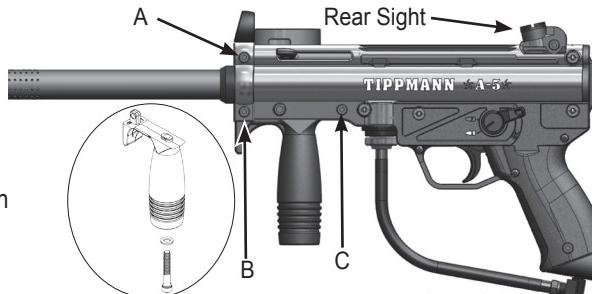


Figure 4: Rear Sight and Front Grip

Unloading Your Marker

1. Eye protection designed for paintball use must be worn by the user and any person within range.
2. Put the Selector Switch in Safe mode (page 6) and install the barrel blocking device (page 4).
3. Empty all paintballs from the Hopper. Turn the Hopper clockwise and lift from the Cyclone Feed System. Remove all paintballs from the Cyclone Feed System.
4. Go to a designated firing area, remove the barrel blocking device, and move the Selector Switch to Fire mode.
5. Point your marker in a safe direction and fire several times to be sure there are no remaining paintballs lodged in the chamber or barrel. **IMPORTANT:** Do not uncock your marker as uncocking your marker may push a ball into the chamber or down into the barrel in which case the ball will be hidden from view.
6. Return the Selector Switch to Safe mode (page 6). Reinstall the barrel blocking device (page 4). Visually inspect the Cyclone and chamber for paintballs.
7. Read the *Air/CO2 Cylinder Warnings and Safety Tips* (pages 14-16) before removing the air cylinder from your marker. See removal instructions (page 15).

E-Grip Operating Instructions

Read each step completely before performing the step.

WARNING

Read and follow the E-Grip operating instructions (pages 10-14) completely before installing air/CO2 cylinder as outlined on page 8.

Install the air/CO2 supply and load the hopper with paintballs only after you:

- have a barrel blocking device installed (page 4)
- have the trigger safety in Safe mode (page 6)
- have successfully installed the battery
- are familiar with the E-Grip operation.

Eye protection designed for paintball use must be worn by the user and any person within range.

E-Grip Battery Installation

To install or replace the battery:

1. Remove the battery door from the back of the E-Grip by pulling up and back on the tab. (arrow, Figure 5).
- NOTE: Whenever removing the battery clip from the battery, never pull it by the wires.
2. Install a new 9 volt battery onto the battery clip.
3. Insert the battery into the grip with the battery clip at the top, and wires routed as shown (Figure 6).
4. Replace the battery door with the tab down, press the door and listen for the click as it locks into the E-Grip.



Figure 5: Open Battery Door

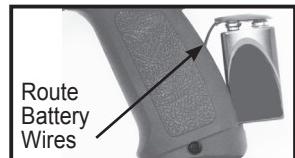


Figure 6: Install 9 Volt Battery

Turning the Electronics ON and OFF

Use a small object like the Allen wrench (Figure 7) to press and hold the power button for 2 seconds. The LED glows orange, and then green. Upon release of the power button, the LED flashes green to indicate power is on and the battery has sufficient power to operate the E-Grip.

To turn off the E-Grip, press the power button for 2 seconds. The LED color changes from green to red. The E-Grip shuts off completely when the power button is released. Note: The E-Grip electronics are designed to shut off automatically after a prolonged period of inactivity, typically 120 minutes.

Low Battery Indicator

When the battery begins to lose power, the LED (Figure 7) stops flashing green and changes to flashing red. While performance may vary while the LED is flashing red, the electronics will still function under this condition until the battery has lost power to the point that it will not cycle the firing system.

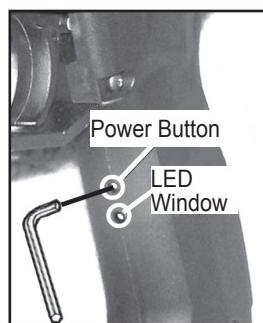


Figure 7: Power Button and LED Window

Tournament Lock

Because the E-Grip requires a tool to turn it on and off, no tournament lock is necessary for competition paintball.

E-Grip Selector Switch Operation

Safe mode (S): The Selector Switch is shown in Safe mode (Figure 8). Safe mode locks the Trigger, making the marker inoperable.

Semi-Auto mode (F): In this position (and with the electronics on), the marker fires one shot for each pull of the trigger. The LED glows orange with each pull of the trigger.

Full Auto mode (FA): In this position (and with the electronics on), the marker fires in one of five preset Firing modes listed next. The LED glows orange with each pull of the trigger. See *Changing the Firing Mode* (page 12).

FA Firing Modes:

1. **Safe Three-Shot Burst** - Pulling the trigger three times in less than one second results in a 3-shot burst at a rate of 13 balls per second (bps) on the third trigger pull. Each subsequent pull of the trigger in less than one second results in another 3-shot burst (up to 3 bursts per second).

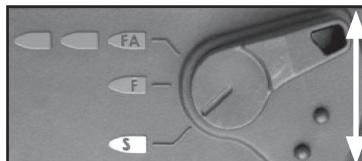


Figure 8: Selector Switch Operation (shown in Safe mode)

2. **Safe Full-Auto (factory default)** - Pulling the trigger three times in less than one second results in full-automatic firing. Holding the trigger back on the third pull sustains this full-auto mode. The default rate of fire for this mode is 13 bps.
3. **Auto-Response** - In this Fire mode, the marker fires a paintball on the pull and on the release of the trigger. This mode effectively doubles your manual firing rate.
4. **Turbo Mode** - Pulling the trigger three times in less than one second results in full-automatic firing at a rate of 15 bps. To sustain this rate of fire, the trigger must be pulled at least once per second.
5. **Semi-Auto** - A semi-automatic Firing mode is available for fields or tournaments which restrict the use of automatic firing modes. This mode is the same as selecting the F firing mode with the Selector Switch (one pull/release of the trigger fires one time).

Changing the FA Firing Mode

Put the Selector Switch in FA mode. Press and hold the Power Button for $\frac{1}{2}$ second to advance to the next firing mode. The button is below flush, and must be pushed with a small object like your $\frac{1}{8}$ " Allen wrench (Figure 7). The LED flashes orange to represent the number of the Firing mode as listed on the next page. The Factory Default Value is 2 flashes (Safe Full-Auto). Powering off the E-Grip resets the Firing Mode to the default value. You can change the default value by following instructions in *Menu Items* below.

Advanced Programming

There are several programming options which affect the operation of your Tippmann A-5 E-Grip. The Advanced Programming has been designed to allow users the maximum amount of customizing possible. There are four menu items available in the Advanced Programming Menu: Dwell, Debounce, Rate-of-fire, and Firing mode. Each menu item has a corresponding LED color code as follows:

- | | |
|--------------------------|---------------------------------------|
| • Solid Red - Dwell | • Flashing Green - Rate of fire |
| • Solid Green - Debounce | • Alternating Red/Green - Firing mode |

Menu Items

This section discusses the four menu items in detail, so that the user fully understands the purpose and use of each menu item.

Dwell - (Factory Default Value = 8 milliseconds) The Dwell menu item is used to change the amount of time that power is supplied to the solenoid. The solenoid is the part of the electronics which actually contacts the Sear of the marker, allowing it to fire. This setting directly affects battery life. If this is changed to a value less than 8 milliseconds, your battery will last longer, but this may not allow the solenoid enough time to fire the marker properly. If this value is set greater than 8 milliseconds, the solenoid will have power supplied to it for a longer time, reducing the life of the battery. Changing this value can cure or create performance issues for the user. This menu item can be updated only with values of 2 to 20 milliseconds.

Debounce - (Factory Default Value = 52 milliseconds) The Debounce menu item is used to change the amount of time between accepted trigger pulls. Quite simply, this adjusts the amount of time from one trigger pull being accepted by the electronics to the next trigger pull that can be accepted. If a Debounce setting is too low, a user may shoot more times than expected. This is explained by what is called "Trigger Bounce." When a paintball marker is fired, the marker moves and vibrates in the user's hand. This vibration sometimes allows the trigger to reset itself and trip without the user realizing that his or her finger has actually moved. This menu item can be updated only with values of 25 to 65 milliseconds.

Rate-of-Fire - (Factory Default Value = 13 bps) The Rate-of-Fire menu item may be used to change the Safe Full-Auto Firing mode. This is the only Firing Mode which is affected by this menu item. All other Firing modes cannot have their rate of fire adjusted. This menu item can be changed only to values of 8 bps to 15 bps.

Firing Mode - (Factory Default Value = 2 Safe Full-Auto) The Firing Mode menu item is used to change the default Firing Mode. The values and corresponding Firing Modes are listed below.

1. Safe Three-Shot Burst
2. Safe Full-Auto (factory default)
3. Auto-Response
4. Turbo Mode
5. Semi-Automatic

The Firing Mode menu item can only be changed to a value of 1 through 5.

Programming Navigation

Entering Programming - Unload the marker (page 10) and remove the air/CO₂ supply (page 15). Never attempt to do Advanced Programming on a pressurized marker! Make sure the barrel blocking device is installed (page 4). If applicable, move the Selector Switch to the Safe position (page 6).

1. Begin by making the marker uncocked. Point the marker in a safe direction. Remove the barrel blocking device. Move the Selector Switch to F mode. Pull the trigger once. Move the Selector Switch back to the S mode. Replace the barrel blocking device. Marker is now uncocked.
2. Power off the E-Grip. (Press and hold the Power Button for 2 seconds, the LED changes to solid red color, release the Power Button and the E-Grip powers down.)
3. Put the Selector Switch in the F position.
4. Pull and hold the trigger until released in step 6.
5. Power up the E-Grip. When the LED glows green, release the Power Button and keep watching the LED for color change.
6. After 5 seconds, the LED turns to solid red color. Release the trigger. You are now in the main programming menu.

Cycling through the menu - To cycle through the menu items, pull and release the trigger. Each time the trigger is pulled and released, a different color code is displayed by the LED as listed in *Advanced Programming* (page 12).

Enter a menu option - Once the LED displays the color code of the desired menu item, pull and hold the trigger for two seconds.

Current Value - Upon entering a menu item, the LED begins flashing red. The flashes represent the current menu value. The current value is flashed twice with a short pause between the value flashes. If a new value is not entered before the end of the second value flash display, the electronics automatically return to the main menu.

Enter a new value - Any time while the LED is flashing the current value, a new value can be entered by pulling and releasing the trigger. Each pull and release of the trigger counts as 1 when entering the new value. For example, to enter a number 5, pull and release the trigger five times.

Successfully updated menu confirmation - Once you enter a new value for a menu item, the LED flashes red/orange/green twice to signify an acceptable value has been entered. The electronics then returns to the main menu. If an unacceptable value is entered, the LED quickly flashes red, and returns to the main menu. The value of the menu item remains unchanged if this happens.

Power Off - After a menu item has been changed, you must power-off the electronics before the change takes effect. Hold the Power Button down for 2 seconds. The LED changes to solid red. Release the Power Button and the E-Grip is off. Power up the electronics to use the new settings.

Optional: Factory Settings Reset - You can reset programming back to the Factory Default Settings. Press and hold the Power Button for 10 seconds. The E-Grip appears to power up normally, but after 10 seconds the LED flashes red/orange/green twice. Then the E-Grip powers down. All settings are reset to factory defaults at this point.

Air/CO₂ Cylinder Warnings

⚠ WARNING

The brass or nickel plated cylinder valve (Figure 9, #1) is intended to be permanently attached to the air or CO₂ cylinder (2). An air or CO₂ cylinder can fly off with enough force to cause serious injury or death if the cylinder (2) unscrews from a cylinder valve (1).

Refer to Figure 9. There have been reported incidents caused by players unknowingly unscrewing the cylinder (2) from the cylinder valve (1). This occurs when the player thinks the entire valve-cylinder assembly is being unscrewed from the air/CO₂ adapter of the paintball marker, when in fact he or she is unscrewing the cylinder from the cylinder valve.

To avoid this danger, it is recommended (if your cylinder is not already marked) that you use paint or nail polish to place a mark (3) on the cylinder valve, and place another mark (4) on the cylinder, in line with the #3 mark as shown.

Whenever you turn the cylinder during removal, watch the marks on the cylinder and the cylinder valve to be sure that they rotate together. If at any time these marks start to separate (Figure 10), the cylinder is starting to unscrew from the cylinder valve and you must **STOP** and take the entire unit to a "C5" certified Airsmith for safe removal and/or repair.

NOTE: The cylinder valve should unscrew from the paintball marker in about 3 or 4 full turns. If you finish the 4th full turn and the cylinder valve is not unscrewed from the paintball marker, **STOP!** Take the entire unit to a "C5" certified Airsmith for safe removal and/or repair.

Locate a "C5" Certified Airsmith at www.paintball-pti.com/search.asp.

Whether you have a new or used refillable air or CO₂ cylinder, you are at risk if any of the following has occurred:

- The valve unit was replaced or altered after purchase.
- An anti-siphon device was installed.
- The valve unit was removed from the cylinder for any reason.
- Any modification was done to the refillable air or CO₂ cylinder.

If any of these conditions has occurred, take your air or CO₂ cylinder to a "C5" Certified Airsmith for inspection or contact the cylinder manufacturer.

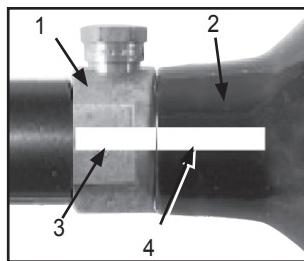


Figure 9: Properly marked Valve and Cylinder

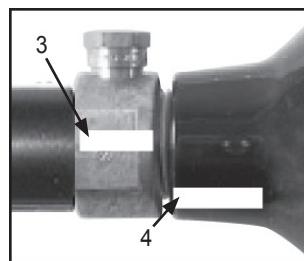


Figure 10: Misaligned Valve and Cylinder

Air/CO2 Cylinder Safety Tips

SAFETY TIPS to ensure that your air or CO2 cylinder is safe for play:

- Improper use, filling, storage, or disposal of air or CO2 cylinder may result in property damage, serious personal injury or death.
- Make sure that any maintenance or modification to any air or CO2 cylinder is done by a qualified professional, such as a "C5" certified airsmith.
- The use of anti-siphon devices is not recommended. However, if one is already installed on your air or CO2 cylinder or is desired, it is critical that your cylinder be checked by, or the device installed by, a qualified professional.
- All air or CO2 cylinders must be filled only by properly trained personnel.
- Cylinder valves must be installed only by properly trained personnel.
- Do not overfill a cylinder! Never exceed the air or CO2 cylinder's capacity.
- Do not expose pressurized air or CO2 cylinder to temperatures exceeding 130 degrees Fahrenheit (55 degrees Celsius).
- Do not use caustic cleaners or strippers on the air or CO2 cylinder or cylinder valve and do not expose to corrosive materials.
- Do not modify the air or CO2 cylinder in any way. Never try to disassemble the cylinder valve from the air or CO2 cylinder.
- Any air or CO2 cylinder that has been exposed to fire or heated to a temperature of 250 degrees Fahrenheit (121 degrees Celsius) or more must be destroyed by properly trained personnel.
- Use appropriate gas for your cylinder. Only use CO2 in a CO2 cylinder and only use compressed air in a compressed air cylinder.
- Keep all cylinders out of the reach of children.
- The air or CO2 cylinder should be inspected and hydrostatically retested at least every 5 years by a DOT licensed agency.

NOTE: Locate a "C5" certified airsmith at www.paintball-pti.com/search.asp

Air/CO2 Cylinder Removal

WARNING

Keep exposed skin away from escaping gas when installing or removing air supply or if the marker or air supply is leaking. Compressed air, CO2, and nitrogen gasses are very cold and can cause frostbite under certain conditions.

1. Read *Air/CO2 Cylinder Warnings* (page 14) and *Air/CO2 Cylinder Safety Tips* (above) before beginning the cylinder removal process.
2. Eye protection designed for paintball use must be worn by the user and any person within range.
3. Follow the *Unloading Your Marker* instructions (page 10).
4. Watch the marks on the cylinder and cylinder valve (Figure 9) as you turn the cylinder approximately $\frac{3}{4}$ turn counterclockwise. This allows the air/CO2 valve pin to close so that no air/CO2 will enter the marker.
5. Remove the barrel blocking device. Set the Selector Switch to a firing mode (F or FA). Point the marker in a safe direction, and discharge the remaining gas in the marker by repeatedly pulling the trigger until the marker stops firing (this may take 4-5 shots). If your marker continues to fire, the cylinder's pin valve has not closed yet. The cylinder

pin valve could be longer than usual. Because of the variances in cylinder pin valve parts, each cylinder varies slightly on exactly how far it has to be turned. Turn the cylinder counterclockwise a little further and repeat this step until the marker does not fire. Only then remove the air/CO₂ cylinder.

NOTE: If during this step, you turned the air/CO₂ cylinder and it began to leak before you pulled the trigger, the cylinder O-ring should be checked for damage before re-assembly (see *Repairing Air/CO₂ Cylinder Leaks* below).

6. After the air/CO₂ cylinder is removed, again point and fire the marker in a safe direction to verify the marker is completely discharged of gas.
7. Move the Selector Switch to Safe mode (page 6) and install the barrel blocking device (page 4).

Repairing Air/CO₂ Cylinder Leaks

The most common leak occurs from a bad air/CO₂ valve O-ring. To replace a valve O-ring you must first remove the bad O-ring and then install a new one. This O-ring is located on the tip of your air/CO₂ cylinder's valve. The best valve O-rings are made of urethane. Urethane O-rings are not affected by high air/CO₂ pressures. These may be purchased from Tippmann or your local paintball dealer.

NOTE: If a new air/CO₂ valve O-ring does not resolve an air/CO₂ leak, do not attempt to repair the air/CO₂ cylinder. Contact Tippmann Sports, LLC, your local paintball dealer, or a "C5" Certified Airsmith.

Cleaning and Maintenance

- To reduce the chance of an accidental discharge, follow the *Unloading Your Marker* (page 10) and *Air/CO₂ Cylinder Removal* (page 15-16).
- Eye protection (safety glasses) must be worn.
- Do not disassemble a marker while it is pressurized with air. Do not pressurize a partially assembled marker.
- Follow warnings listed on the air/CO₂ cylinder for handling and storage.
- Familiarize yourself with instructions listed on air/CO₂ cylinder.
- Contact the air/CO₂ cylinder manufacturer with any questions.
- Do not use any petroleum based cleaning solvents. Do not use any cleaning or lubricating solvents that come in aerosol cans.

NOTE: Petroleum based products and aerosol products can damage your marker's O-rings.

To clean the exterior of your paintball marker, use a damp towel to wipe off paint, oil, and debris. To clean the inside of the barrel, remove the barrel by unscrewing it from the Upper Receiver. Insert the tab end of the squeegee into barrel. Pull the squeegee through the barrel to remove debris and paint.

To maintain your marker in good working condition, inspect, clean, and replace any damaged parts.

Use Tippmann oil to lubricate the O-rings and springs. Inspect the air/CO₂ supply valve O-ring, and lubricate with a little oil when attaching the air/CO₂ supply cylinder.

Storage

Before storage, unload the marker (page 10) and remove air/CO₂ cylinder (page 15). Ensure the Selector Switch is in Safe mode (page 6) and the barrel blocking device is installed (page 4). Clean and oil your marker before storing. Store your marker in a dry area in the uncocked position, see *Entering Programming* step 1 (page 13).

When removing your marker out of storage, make sure to keep the Selector Switch is in Safe mode (page 6) and keep the barrel blocking device is installed (page 4).

A-5 Marker Disassembly/Reassembly Instructions

Set up a workbench with plenty of workspace to make sure no small parts become lost. Always wear eye protection (safety glasses) when performing any marker disassembly or reassembly. Refer to the Parts Diagram for these instructions (item numbers in parentheses).

- Follow *Unloading Your Marker* (page 10) and *Air/CO₂ Cylinder Removal* instructions (page 15).
 - Do not pressurize a partially assembled paintball marker.
 - Installation videos and technical support for all Tippmann markers are available at www.tippmann.com/support
1. Begin by making the marker uncocked, see *Entering Programming* step 1 (page 13).
 2. To remove the **Barrel** (53), unscrew the Barrel from the Upper Receiver. To reinstall it, turn it clockwise to thread it into the Upper Receiver.
 3. To remove the **Front Grip** (50), use a 1/8" Allen wrench to remove the **Screw** (11), then use a 3/16" Allen wrench to remove the **Screw** (52) inside the Front Grip. Be sure to retain the **Washer** (51).
 4. To remove the **Front Sight** (3), remove the **Screw** (11) just below the Front Sight. Pull the Front Sight upwards to remove it.
 5. To remove the **Rear Sight** (12), pull up on it and it pops off.
 6. To remove the lower Receiver, pull two **Push Pins** (44), from the lower Receiver assembly. Pull the lower Receiver straight down to get it apart from the upper receiver assembly.
 7. To remove the **Gasline** (26) and the **Tombstone** (25), remove the **Push Pin** (44) in front of the Tombstone from the upper receiver. Pull straight down and the Gasline/Tombstone assembly comes out of the upper receiver. NOTE: If you remove the Gasline from the Tombstone Adapter, inspect and clean the internal O-Ring. Replace it if damaged.



Figure 11: Marker components for disassembly.

Drive Assembly Removal and Installation

NOTE: It is not necessary to disassemble the upper receiver to access and service the drive assembly internal parts. Remove the air/CO₂ supply before any disassembly by following *Unloading Your Marker* (page 10) and *Air/CO₂ Supply Cylinder Removal* instructions (page 15).

1. Begin by making the marker uncocked, *Entering Programming* step 1 (page 13).
2. Screw the Velocity Screw in past the receiver using a 3/16" Allen wrench (Figure 12).
3. Remove the remaining **Push Pin** (44) holding the **End Cap Assembly** (24) in place.
4. Pull the End Cap out and tilt the muzzle upward. You can now pull out the drive assembly parts from the back.
5. To remove Valve from Power Tube, carefully tap the large diameter of the Power Tube on the workbench until the Valve slides from the Power Tube.

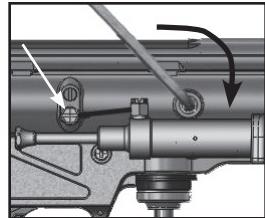


Figure 12: Turn Velocity Screw fully in.



Figure 13: These drive assembly parts pull out from the back of the marker.

Reinstall the drive assembly parts

1. Clean the inside of the upper Receiver and clean all removed parts.
2. Inspect and replace any damaged parts.
3. Lubricate the Valve's O-Ring, the **Rear Bolt O-Ring** (20), the **Linkage Arm** (15), and the **Drive Spring** (23)/**Guide Pin** (22) with a few drops of Tippmann marker oil before reinstalling.
4. Insert the Valve into the Power Tube, aligning the Valve Tombstone cutout (black arrow, Figure 14) down to match the Power Tube Tombstone cutout. Slide the Tombstone Adapter in and out to check for fit.
5. Insert the **Rear Bolt Plug** (21) into the **Rear Bolt** (19).
6. Insert the reassembled parts (Front Bolt, Power Tube/Valve, and Rear Bolt/Rear Bolt Plug) with the linkage arm on top. Insert fully until the **Tombstone** (25) can be inserted, the Push Pin reinstalled, and the Velocity Screw can be accessed. You may need to wiggle the marker while sliding the parts in.
7. Insert the Guide Pin (22) into the Drive Spring (23). Insert the Drive Spring into the Rear Bolt (19). Insert the End Cap (24) while keeping the Guide Pin centered in it. Install the upper Push Pin (44) to hold the End Cap in place.

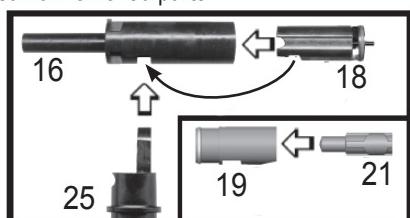


Figure 14: Power Tube and Rear Bolt

Upper Receiver Disassembly/Assembly

NOTE: It is only necessary to disassemble upper receiver halves to access the **Ball Latch** (5), **Front Grip Nut** (7), **Cocking Handle** (8), **Cocking Handle Spring** (9), and **Receiver O-Ring** (6) and the Interior Flow Connector Fitting for an A-5 Response Trigger Marker.

1. Remove the Cyclone Feed System (CFS)
 - a. Remove the Receiver banjo fitting (white arrow, Figure 12).

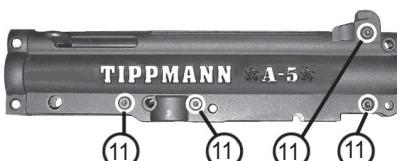


Figure 15: Remove remaining screws to separate receiver halves.

- b. Remove the screw (#47, Figure 11) using a 3/16" Allen wrench.
 - c. Set the CFS aside. See CFS disassembly (page 21).
 2. Remove four upper Receiver screws (#11, Figure 15).
 3. Lift the left upper Receiver half (10) from the right upper Receiver half (1).
- Internal parts are now accessible for inspection and/or replacement (if necessary).

Upper Receiver Assembly

Make sure all parts are clean before reassembling.

1. Place the right upper Receiver half onto the workbench with the Front Grip Nut (7), Receiver O-Ring (6), and Ball Latch (5) in place.

For Response Trigger equipped markers only:

1. Install two parts (B) and (C) to the right Receiver half before assembling the receiver halves together.
2. Oil the O-Ring (A) of the exterior flow control adapter (B).
3. Align the threaded opening of the interior flow connector fitting (C) to the inside of the right Receiver half.
4. Carefully thread the adapter (B) through the right Receiver half into the interior connector (C) and tighten with a 3/8" wrench. Do not overtighten, stripping the threads or damaging the O-Ring (A).

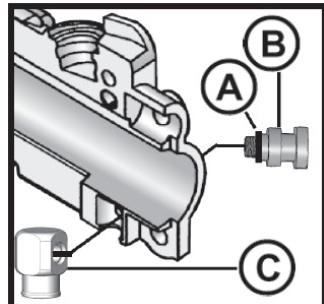


Figure 16: Response Marker Detail

2. With your left hand, grip left upper receiver half as shown. Hold the Cocking Handle and Spring in place by applying side pressure with your left index finger pushing in direction of arrows against Cocking Handle.

Right Hand Cocking Handle Spring is bowed during assembly.

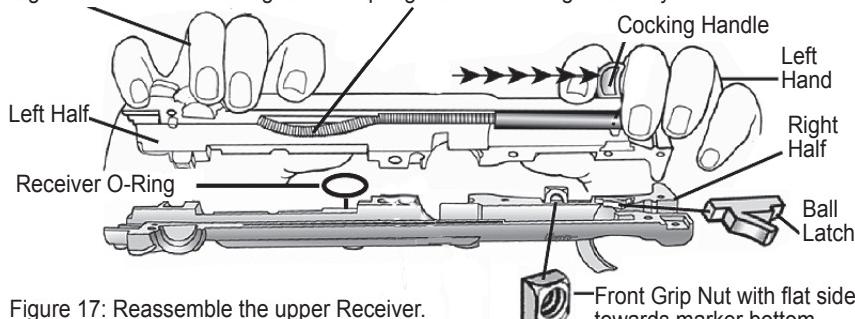


Figure 17: Reassemble the upper Receiver.

Front Grip Nut with flat side towards marker bottom.

3. With left hand holding the marker as shown, use your right hand to seat the Cocking Handle and spring into the Receiver cutout.
4. Gently bow the Spring and position into the end of the spring cutout. Then grip left receiver with right hand as shown.
5. Use your fingertips to guide the left Receiver half straight down onto the right half until receiver halves fit flush. If they do not fit flush the first time, check to make sure the Spring and other parts have stayed in place. Repeat until both halves fit flush.
6. Install four (three on Response Trigger markers) Receiver Screws (#11, Figure 15). Tighten the Screws just enough to hold both halves flush, yet loose enough to allow you to insert the Barrel Adapter assembly.

7. Insert and twist the Barrel Adapter assembly clockwise to reinstall.
8. Insert the Front Sight, with its slot facing the rear of the marker, into the top front of the Receiver. Insert the Front Sight screw (11) to hold in place.
9. Install the Front Grip to the upper Receiver. Secure with lower Screw (11) and the Screw (52) and Washer (51) inside the bottom of the grip.
10. Make sure all Receiver Screws (11) are tight (do not overtighten and strip threads).

Lower Receiver Disassembly/Assembly

These instructions also apply for the E-Grip lower Receiver.

1. Follow the *A-5 Marker Disassembly/Reassembly Instructions* (page 17) until the lower Receiver is removed from the marker.
2. Remove the Trigger Assembly from the lower Receiver.
 - a. Wiggle the Selector Switch and pull straight out from the left side of the lower Receiver.
 - b. Lift the Trigger Assembly out of the lower Receiver.

Trigger Disassembly/Assembly

1. Lay **Trigger** Assembly flat on workbench.
2. Pull the **Left Trigger Plate** (42) from the **Right Trigger Plate** (35). Do not remove the four **Dowel Pins** (36) or the black **Dowel Pin** (37) from the Right Trigger plate. Replace only if necessary.
3. Inspect remaining parts for damage; replace parts only if necessary.
4. When finished, reinstall Left Trigger Plate back onto the Right Trigger Plate.

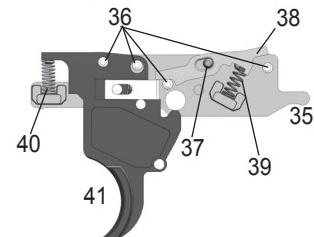


Figure 18: Trigger Assembly

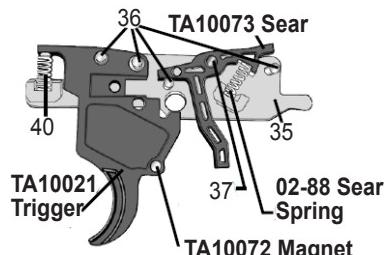


Figure 19: E-Grip Trigger Assembly

E-Grip Trigger Assembly

The E-Grip parts are shown in position, located on the Right Trigger Plate (35). Parts specific to the E-Grip are shown in bold. These bolded parts are not shown in the parts diagram (pages 24-25). The red dot on the Magnet must be visible on the side shown to operate properly. The Sear Spring has tension specifically designed for the E-Grip. The E-Grip will not operate properly if any other spring is used here.

Inside the E-Grip

1. Remove the Air Supply Adapter (ASA) bolts. Remove three Screws (32) and one Screw (34) to separate the E-Grip Receiver halves.
2. Inspect all parts for damage; replace parts only if necessary.
3. For reassembly, make sure the Trigger Guard, 2 ASA nuts, and Electronics (with Spacer and Armature in place) are positioned in the right grip half as shown (Figure 22).
4. Visually inspect battery wires for damage or breakage where they connect to the Electronics board and also at the battery connector. Repair or replace the Electronics board if necessary.

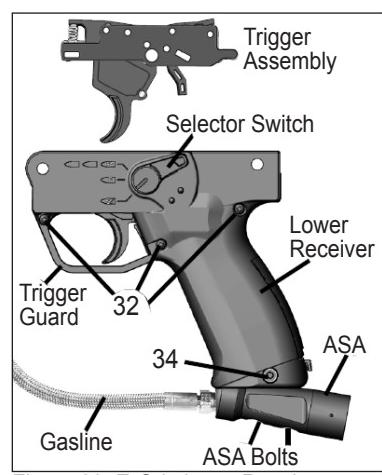


Figure 20: E-Grip lower Receiver

TA01019 Lower Receiver Right

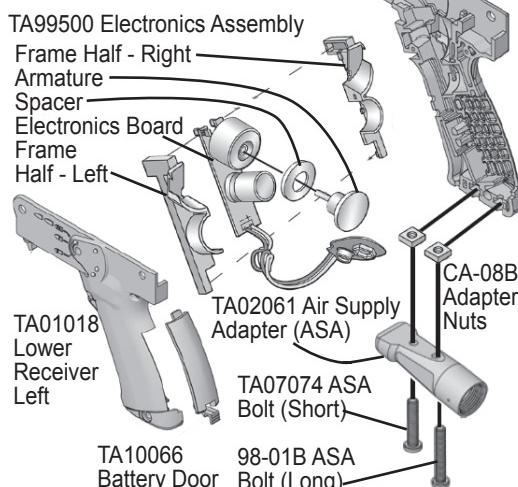


Figure 21: E-Grip Internal Parts Diagram

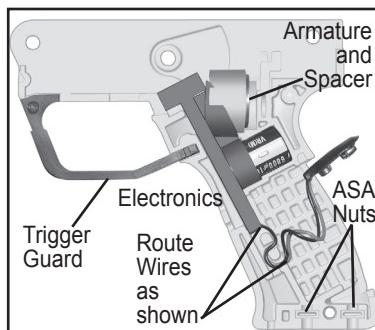


Figure 22: Electronics in lower Receiver

5. Position battery wires around the posts as shown (Figure 22) so wires are not pinched or sheared when the left Receiver half is replaced.
6. Replace the left Receiver half and secure with Screws (32 and 34, Figure 20).
7. Reinstall the battery door, see instructions (page 11).
8. Reinstall the trigger assembly into the lower Receiver.
9. Insert the Selector Switch into the left side of the lower Receiver.
10. Put the ASA onto lower Receiver and align the mounting holes. Insert the ASA bolts, with the short ASA bolt in the front position.
11. If applicable, attach the Gasline to the front of the E-Grip ASA.

Assemble Lower Receiver to Upper Receiver

Check to be certain the Trigger plates have not separated, and the Trigger assembly is intact as shown. If you notice gaps at (D) between the Trigger Plates (A) and the Trigger (B) or the Sear (C), squeeze the plates together so the assembly appears as shown (Figure 23).

For the Response Trigger markers, put a couple drops of marker oil onto the Cylinder Fitting O-Ring located in the lower Receiver (Figure 26).

For Response Trigger equipped markers, push the lower Receiver straight up until Push Pin holes are aligned. Pay particular attention that the Cylinder Fitting goes straight into the Interior Flow Connector Fitting (dark arrow, Figure 26). Insert two Push Pins (44) to secure.

For non-Response Trigger markers, line up the lower Receiver front Push Pin holes with the upper Receiver holes, then gently rock rear of grip until you can insert two Push Pins (44) to secure.

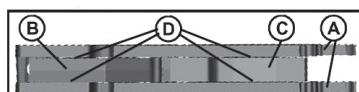


Figure 23: E-Grip Trigger Assembly



Figure 24: Final assembly

The Cyclone Feed System - refer to the Parts Diagram (pages 24-25)

1. Remove the **Screw** (19) and **Washer** (22) to remove the **Feeder Sprockets** (21 and 20).
2. Remove four **Screws** (19) from the **Feeder Bottom Plate** (18).
3. The feed drive parts are now accessible for inspection or repair.
4. Reassemble in the reverse order.

Tuning the Response Trigger Rate of Fire

Use a small screwdriver to adjust the Flow Control to the desired speed. Turning the screw clockwise slows the rate of fire. Turning the screw counterclockwise increases the rate of fire (Figure 25).

If tuning the Response Trigger as described above produces little or no change in the rate of fire, go to *Resetting the Flow Control* below.



Figure 25: Adjust Flow Control with screwdriver

If the trigger remains easy to pull after adjusting the flow control, there may be a leak in the system, go to *Check for Leaks* below.

Resetting the Flow Control

1. With no paintballs in the Hopper, see *Unloading Your Marker* steps 1-6 (page 10), begin adjusting rate of fire by turning flow control clockwise completely. Do not over tighten or damage will occur.
2. In a safe direction, fire 2 to 4 'air only' shots. The Trigger should become very hard to pull, or even unable to be pulled. If this occurs, the Response Trigger system is functioning properly. Go to step 3. If Trigger does not become hard to pull, go to *Check for Leaks*.
3. While firing the marker in a safe direction (air only shots), slowly turn the flow control counterclockwise until the desired rate of fire is achieved.

Check for Leaks

If you suspect that there may be a leak in the system, double check installation making sure all fittings are tight and O-Rings are properly seated. If you need to disassemble in order to check that all fittings are tight and O-Rings are properly seated, follow the *A-5 Marker Disassembly/Reassembly Instructions* (page 17).

Do NOT disassemble the marker while it is pressurized with air.

If a problem still exists, call the Tippmann Service Department at 1-800-533-4831.

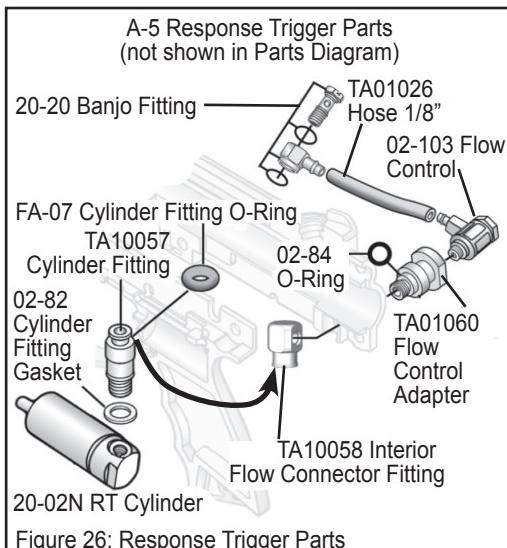


Figure 26: Response Trigger Parts

Refer to the dark arrow in Figure 25. When reassembling the lower Receiver to the upper Receiver, make sure the Cylinder Fitting (with O-Ring) inserts straight into the Interior Flow Connector Fitting.

Specifications

Model.....	TIPPMANN® A-5® Mechanical
Caliber68
Action.....	Semi-Automatic (Open Bolt Blow Back)
Air Supply	compressed air, nitrogen, or CO2
Hopper Capacity.....	200 paintballs
Ball Feed	TIPPMANN Cyclone Feed System
Standard Barrel Length	8.5" / 21.59 cm
Length (with standard barrel, no air/CO2 cylinder).....	20" / 50.8 cm
Effective Range	150+ feet / 45.72+ meters
Cycle Rate	8 paintballs per second
Weight (without air/CO2 cylinder)	3.11 lbs / 1.41 kg
Velocity	Adjustable
Always measure your marker's velocity before playing paintball, and never shoot at velocities in excess of 300 feet (91.44 meters) per second.	
See <i>Velocity Adjustment</i> instructions (page 9).	

Model Specific

Model	TIPPMANN® A-5® with E-Grip
Cycle Rate.....	Adjustable; 8 to 15 paintballs per second
Battery	9 volt
Weight (without air/CO2 cylinder)	3.23 lbs / 1.47 kg

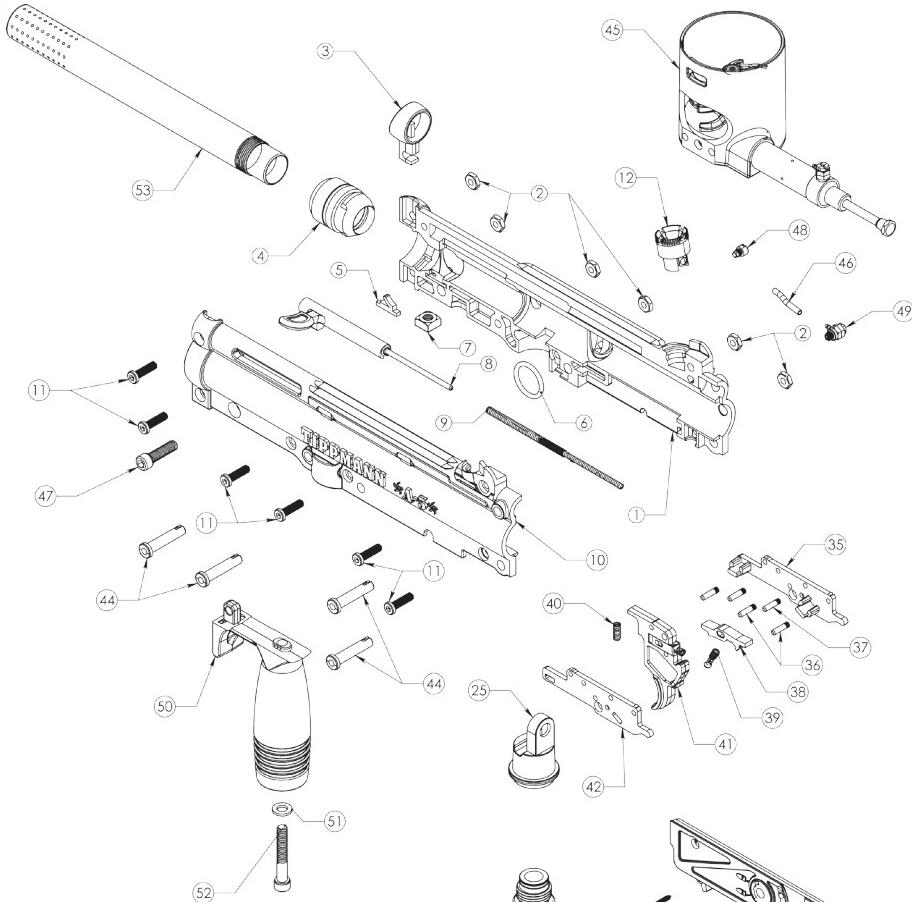
Model	TIPPMANN® A-5® with Response Trigger
Cycle Rate.....	15 paintballs per second maximum
Weight (without air/CO2 cylinder)	3.3 lbs / 1.5 kg

A-5®

by TIPPMANN®

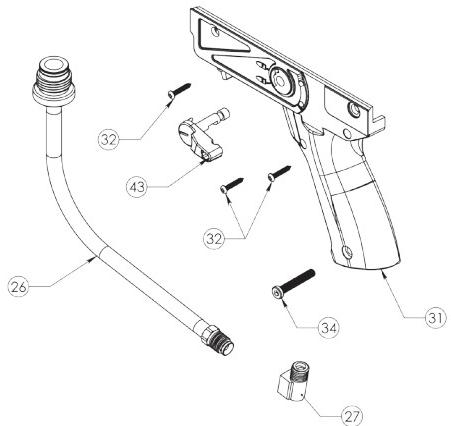
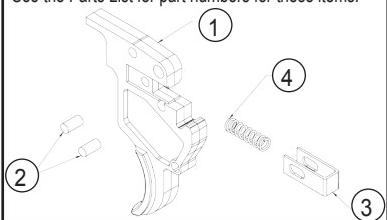
Parts Diagram

Tippmann® Service Department
1-800-533-4831
www.tippmann.com



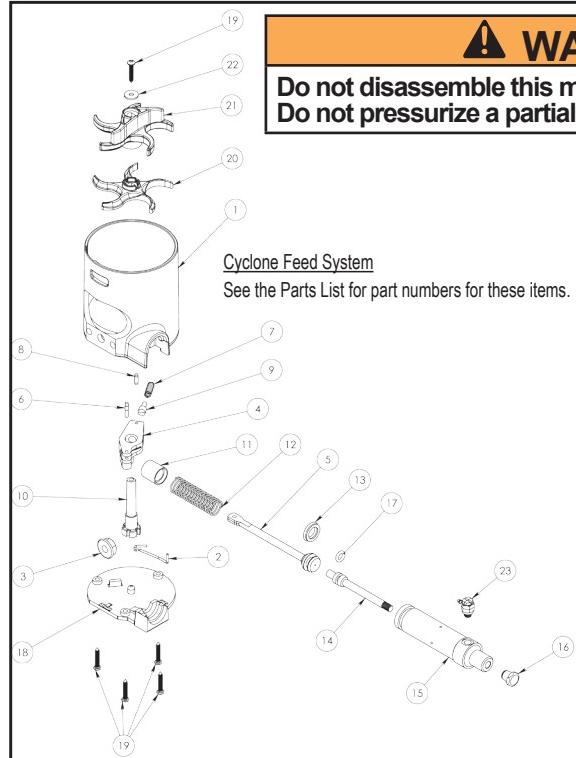
Trigger Assembly

See the Parts List for part numbers for these items.



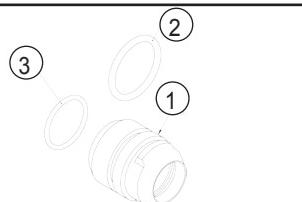
WARNING

**Do not disassemble this marker while it is pressurized.
Do not pressurize a partially assembled marker.**



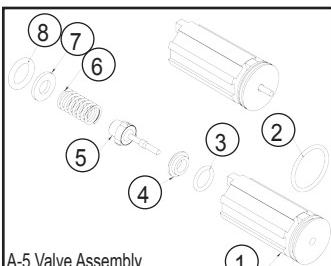
Cyclone Feed System

See the Parts List for part numbers for these items.



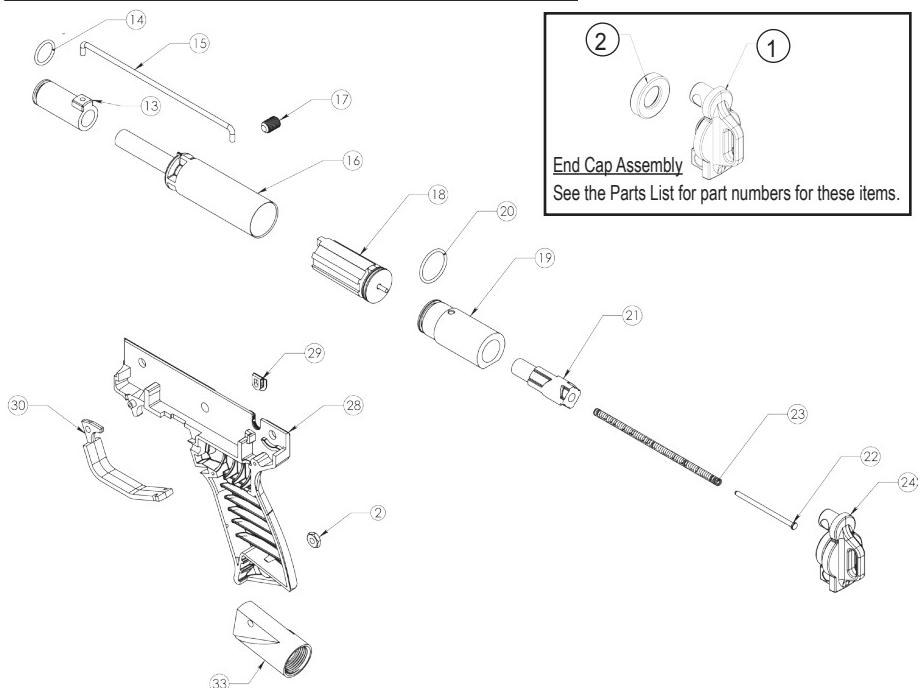
Barrel Adapter Assembly

See the Parts List for part numbers for these items.



A-5 Valve Assembly

See the Parts List for part numbers for these items.



End Cap Assembly

See the Parts List for part numbers for these items.

A-5 Parts List

ITEM NO.	QTY.	PT. NO.	DESCRIPTION
1	1	TA01032	Upper Receiver, Right Half
2	7	9-PA	Nut, Hex - Black
3	1	02-15	Front Sight
4	1	02-69	Barrel Adapter Assembly
5	1	FA-18	Ball Latch
6	1	TA10053	O-Ring
7	1	PL-42D	Nut, Square - Black
8	1	02-13	Cocking Handle
9	1	02-14	Spring, Cocking Handle
10	1	TA01031	Upper Receiver, Left Half
11	6	98-01A	Screw, LHSCHS
12	1	TA01080	Rear Sight
13	1	02-17	Front Bolt
14	1	SL2-4	O-Ring
15	1	TA01016	Linkage Arm
16	1	02-21	Power Tube
17	1	02-22	Set Screw, 5/16-24 x 7/16"
18	1	02-V	A-5 Valve Assembly
19	1	02-11	Rear Bolt
20	1	98-12A	O-Ring
21	1	TA01010	Rear Bolt Plug
22	1	CA-15	Pin, Flt. Fillister Head
23	1	CA-14	Spring
24	1	02-EC	A-5 End Cap Assembly
25	1	02-24	Tombstone Adapter
26	1	TA01043	A-5 Gasline Assembly
27	1	TA10025	90 Degree Inverted Flare Elbow (Black)
28	1	TA01034	Lower Receiver, Right
29	1	TA01035	Plug, RT Kit
30	1	02-38	Trigger Guard, Single
31	1	TA01033	Lower Receiver, Left
32	3	PL-42A	Screw, #4 x 5/8 Black
33	1	02-06	Air Supply Adapter (ASA)
34	1	98-01B	Screw, 10-32 x 1.125", LHSCHS
35	1	02-67R	Trigger Plate w/Spacers, Right
36	4	02-33	Dowel Pin, 1/8 x 1/2, w/Knurl
37	1	02-33A	Dowel Pin, Black
38	1	02-35	Sear
39	1	02-20	Spring
40	1	02-20S	Spring

A-5 Parts List

ITEM NO.	QTY.	PT. NO.	DESCRIPTION
41	1	TA10050	Trigger Assembly Complete
42	1	02-67L	Trigger Plate, Left
43	1	TA01022	Safety
44	4	02-PIN	Push Pin, Assy
45	1	TA30046	Cyclone Feed System Assembly Complete
46	1	20-18	Hose
47	1	02-41	1/4-20 UNC x 7/8 SHCS
48	1	TA05021	Power Tube Plug
49	1	20-07	Banjo Fitting Assembly
50	1	TA01036	Grip, Front
51	1	98-45	Washer, M6
52	1	TA01045	Screw, 1/4"-20 UNC X 1.5" SHCS
53	1	TA01046	Barrel

Cyclone Feed System Assembly (TA30046)

1	1	02-43	Feeder Housing
2	1	02-50	Feeder Ratchet Spring
3	1	02-42	1/4 - 20 Flange Nut
4	1	02-53	Feeder Ratchet
5	1	02-54	Feeder Cylinder Piston
6	1	02-52L	Dowel Pin, 3/32 OD x 7/16"
7	1	TA01260	Compression Spring
8	1	02-52S	Dowel Pin, 3/32 OD x 5/16"
9	1	02-51	Ratchet Spring Guide
10	1	02-49	Feeder Axle
11	1	02-64	Feeder Cylinder Plug
12	1	02-66	Spring
13	1	02-63	Piston U-Cup Seal
14	1	02-65	Feeder Reset Rod
15	1	TA10034	Feeder Cylinder
16	1	02-61	Feeder Reset Button
17	1	SL2-6	O-Ring
18	1	02-44	Feeder Bottom Plate
19	5	PL-42A	#4 X 5/8 Screw, Black
20	1	TA30012	Lower Feeder Sprocket
21	1	TA30011	Upper Feeder Sprocket
22	1	02-48	#4 Flat Washer
23	1	20-07	Banjo Fitting Assembly

Parts lists for subassemblies continue on the next page.

A-5 Parts List

ITEM NO.	QTY.	PT. NO.	DESCRIPTION
Trigger Assembly (TA10050)			
1	1	TA10021	Trigger, Single
2	2	98-19	Dowel Pin
3	1	98-18	Trigger Return Slide
4	1	02-20	Spring
Valve Assembly (02-V)			
1	1	02-25	Valve Body
2	1	98-12A	O-Ring
3	1	SL2-25	O-Ring
4	1	CA-27	Valve Seat
5	1	98-PL	Valve Plunger
6	1	PA-32	Spring
7	1	02-71	Washer, 9/32 Flat
8	1	02-72	O-Ring
A-5 End Cap Assembly (02-EC)			
1	1	TA01015	End Cap - 08
2	1	TA01014	Impact Washer
Barrel Adapter Assembly (02-69)			
1	1	N/A	Barrel Adapter
2	1	TA01008	O-Ring
3	1	02-40	O-Ring

Warranty and Repair Information

TIPPmann SPORTS, LLC ("Tippmann") is dedicated to quality paintball products and outstanding service. In the unlikely event of a problem with this Tippmann paintball marker ("Marker") and/or Tippmann accessories ("Accessories"), Tippmann's customer service personnel are available to assist you. For customer service and/or other information, please contact:

Tippmann Sports, LLC
2955 Adams Center Road
Fort Wayne, IN 46803
www.tippmann.com
1-800-533-4831

Warranty Registration

To activate the Marker's Limited Warranty, you must register the Marker within thirty (30) days of the date of original retail sale by:

1. Registering online at www.tippmann.com; or
2. Completing the attached warranty registration card and returning it to Tippmann at the address above.

The Limited Warranty for Tippmann Accessories does not require activation or registration; by registering the Marker, you activate the warranty for the Accessories.

Limited Warranty

Tippmann warrants to the original purchaser that it will make any repairs or replacements necessary to correct defects in material or workmanship, at no charge to you, for the Marker for a period of two (2) years from the date of original retail sale. Further, Tippmann warrants to the original purchaser that it will make any repairs or replacements necessary to correct defects in material or workmanship, at no charge to you, for Tippmann Accessories for a period of ninety (90) days from the date of original retail sale. All Tippmann asks is that you properly maintain and care for the Marker and Accessories (collectively, the "Product") and that you have warranty repairs performed by Tippmann or a Tippmann Certified Tech Center.

This Limited Warranty is non-transferable, and it does not cover damage or defects to the Product caused by (a) improper maintenance; (b) alteration or modification; (c) unauthorized repair; (d) accident; (e) abuse or misuse; (f) neglect or negligence; and/or (g) normal wear and tear.

Tippmann does not authorize any person or representative to assume or grant any other warranty obligation with the sale of this Product.

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The sole and exclusive liability of Tippmann and/or its authorized dealers under this Limited Warranty shall be for the repair or replacement of any part or assembly determined to be defective in material or workmanship. TIPPmann SHALL NOT BE LIABLE FOR, AND YOU

EXPRESSLY DISCLAIM, ANY DIRECT, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES (COLLECTIVELY, "DAMAGES") ARISING OUT OF THE SALE OR USE OF, OR YOUR INABILITY TO USE, THE PRODUCT. NO PAYMENT OR OTHER COMPENSATION WILL BE MADE FOR DAMAGES, INCLUDING INJURY TO PERSON OR PROPERTY OR LOSS OF REVENUE WHICH MIGHT BE PAID, INCURRED OR SUSTAINED BY REASON OF THE FAILURE OF ANY PART OR ASSEMBLY OF THE PRODUCT.

Some states and nations do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that may vary from state to state or nation to nation.

Warranty and Non-Warranty Repairs

When shipping the Product to Tippmann for warranty or non-warranty repair:

1. If you have aftermarket parts on your Marker, please test the Marker with original stock parts before returning the Marker for service or repair.
2. Always unload and remove the air/CO₂ supply from the marker. Do not ship the air/CO₂ supply cylinder if it is not completely empty.
3. Ship the Product to the Tippmann address identified.
4. You must pre-pay postage and delivery charges.
5. Provide the date of purchase for the Product.
6. Briefly describe the repair requested.
7. Include your name, return address and a telephone number where you can be reached during normal business hours, if possible.

Tippmann makes every effort to complete its repair work within twenty-four (24) hours of receipt. Tippmann will return the Product to you via regular ground UPS. If you wish to have it returned using a faster service, you can request NEXT DAY AIR UPS OR SECOND DAY AIR UPS, but you will be charged for this service and must include your credit card number with the expiration date. Your credit card will be charged the difference in additional cost over regular ground shipping service.



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Vancouver Island's only authorized Tippmann Tech Center